Justin Tsai

Area: Arcadia, CA | **Phone:** (626) 487-3437 | **Email:** justintsai01@gmail.com

LinkedIn: https://www.linkedin.com/in/justintsai01/ | **Portfolio:** https://justin-tsai.github.io/

WORK EXPERIENCE

Software Engineer   **May 2018 - Sept 2019**

Cal Poly Pomona Virtual Reality Lab   Pomona, CA

- Collaborate closely with clients and team members to create educational simulations.
- Transform design specifications into functional prototypes.
- Participate in team sprint meetings to plan and implement feature functionality.
- Identify bugs and errors, and devise solutions to address and mitigate future occurrences.

Lab Administrator   **May 2018 - May 2019**

Cal Poly Pomona Virtual Reality Lab   Pomona, CA

- Led and managed groups of students to develop VR and AR projects for presentation to industry sponsors.
- Mentored students and hosted workshops and code reviews to teach basic Unity development.
- Improved readability and responsiveness of organization website by redesigning it with HTML and CSS.

EDUCATION

California State Polytechnic University, Pomona   **May 2019**

Bachelor of Science, Computer Science   GPA: 3.5, Cum Laude

PROJECTS

Block ARhythm   **July 2019**

- Designed and developed a rhythm game that can be played on PC and mobile. The player controls barriers that are used to deflect notes from hitting the center of the play area.
- Utilized RhythmTool to detect onsets from songs to generate notes that sync with the song.
- Implemented compatibility with augmented reality by using Vuforia and an image target.

VR Wildfire   **Sept 2018**

- Enhanced and debugged a VR research project that simulates the user being caught in a wildfire to see what courses of action are taken.
- Fixed errors and improved performance by analyzing and editing scripts/game objects.

VR Combination and Permutation   **Feb - May 2018**

- Collaborated in a team of three to develop a VR research project that tests the player's understanding of math concepts in an escape room environment.
- Utilized VRTK to implement environment interactions and player controls used to solve puzzles.

SKILLS

- **Languages:** Java, C# (proficient) **|** Python, C++ (familiar)
- **Web Tools & Frameworks:** HTML5, CSS (proficient) **|** Javascript, React, Bootstrap, SQL (familiar)
- **Unity Tools**: Unity, SteamVR, Mixed Reality Tool Kit, Vuforia, ARCore, Git